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THE WOLVES OF ISENGARD ATTACK THE ROHIRRIM!

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Guide to Middle-earth™ 1

Saruman's Warg Riders are savage and deadly Orc cavalry. Learn about these evil warriors and the vicious beasts they ride.

Playing the Game 2-5

Learn the expanded rules for cavalry, adding a new tactical dimension to your Battle Games.

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In this scenario, the Rohirrim refugees are attacked as they leave Edoras. Will the Warg Riders destroy them before they can reach Helm's Deep?

Painting Workshop 12-17

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Create a set of barrows to represent the ancient burial mounds that surround Edoras.

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Wolves of Isengard™

Riding ahead of Saruman's main forces, the ferocious Warg Riders of Isengard scour the lands for their prey. As the people of Rohan retreat from Edoras to the refuge of Helm's Deep, they must face an ambush by this fast and deadly foe.

> *'Wargs! We're under attack!'*
>
> ARAGORN™

Wargs are a race of intelligent, giant wolf-like creatures, large enough to carry an Orc on their back. Powerfully built and possessing razor-sharp claws and fangs, the speed and ferocity of a Warg make it a fearsome opponent and an ideal mount for the Orcs of Isengard. During the War of The Ring, the Warg Riders act as the scouts of the armies of The White Hand, attacking swiftly and without warning. As Aragorn, Legolas and Gimli accompany the people of Rohan en route to Helm's Deep, Háma and Gamling, riding at the head of the column, are ambushed by a Warg Rider scout. Háma is brutally slain and, within seconds, an entire pack of Warg Riders falls upon the panicking refugee train.

In this Pack's Playing the Game, we present you with expanded rules for cavalry, which can be used in the Battle Game 'Retreat from Edoras'. In this scenario, the Rohirrim and Heroes of The Fellowship must protect the Edoras refugees from the Warg Riders' sudden attack. In the Painting Workshop, we show you how to paint your Rohan Royal Guard Banner Bearer, one of the finest warriors in Rohan. Finally, in the Modelling Workshop, you will learn how to build a barrow – a burial mound commonly found in the land of Rohan.

◄▲ **FAST AND DEADLY**
The combined ferocity of an Orc and its Warg mount is a frightening prospect.

Mounted Warriors

In Pack 14's Playing the Game, we introduced the rules for cavalry. Now that you've become familiar with them, it is time to introduce some expanded rules for mounted warriors to add an extra element to your Battle Games.

Cavalry are a fast and hard-hitting part of any army. Mounted warriors, such as the Riders of Rohan, will have played a big part in your Battle Games since we introduced the rules for them in Pack 14. Led by mounted Heroes, and now accompanied by a mounted banner bearer, your Rohirrim force in particular is even more formidable.

In this Pack we look at some additional rules for using cavalry, as well as expanding on the previous ones. We also introduce an optional rule for you to try out, so you can get even more out of your Riders of Rohan force, as well as any other cavalry you collect in the future.

◄ RIDERS OF ROHAN
These warriors are the most famed horse–masters in Middle–earth.

Expanded Rules

Some of the rules we cover in this Pack have been previously introduced in Pack 14. Where this is the case, use the new version of the rule rather than the older one. Now that your skill at using cavalry has grown sufficiently, you are ready for the challenge of using these more detailed rules.

► FAST ATTACK
With the rules in this Pack, your cavalry will be even more effective.

Optional Rules

On page 5, you will find our first optional rule. Optional rules are not used in every game you play unless both you and your opponent agree on them, before the battle begins. They are often very detailed and, although rewarding in terms of adding realism to the game, can slow things down. Additionally, optional rules provide excellent options for your own scenarios. When writing your own Battle Games based on different scenes from the movies, you may be able to think of many applications for these rules.

Who Can Ride?

Steeds cannot be ridden by just anyone. Unless a warrior's profile says otherwise, only Men and Elves can ride horses, while only Orcs can ride Wargs. This is important because later we will present rules for mounting loose steeds.

◄ EVIL MOUNTS

Only the foul Orcs may ride Wargs into battle.

Difficult Terrain

Previously, whenever cavalry models moved through an area of difficult terrain, the rider had to dismount and lead his steed through the area at half his normal speed. Another way to traverse the terrain is to remain mounted, but reduce the cavalry model's move to a quarter of its regular movement rate. For example, if the model wished to move through 10cm/4" of dense scrub, it would actually count as 40cm/16" of movement – so most models would require more than one turn to get through. In addition, cavalry never gain any of the bonuses they normally receive for charging if either of the combatants is in difficult terrain.

◄ FLIGHT TO THE FORD

Arwen slows to only 6cm/2½" when she reaches the ford.

Defending Barriers

Cavalry may defend barriers of the appropriate height in the usual manner. When charging a defended position, however, they do not receive any of their usual bonuses against defending warriors on foot. Remember that mounted models never receive their charge bonuses against other cavalry.

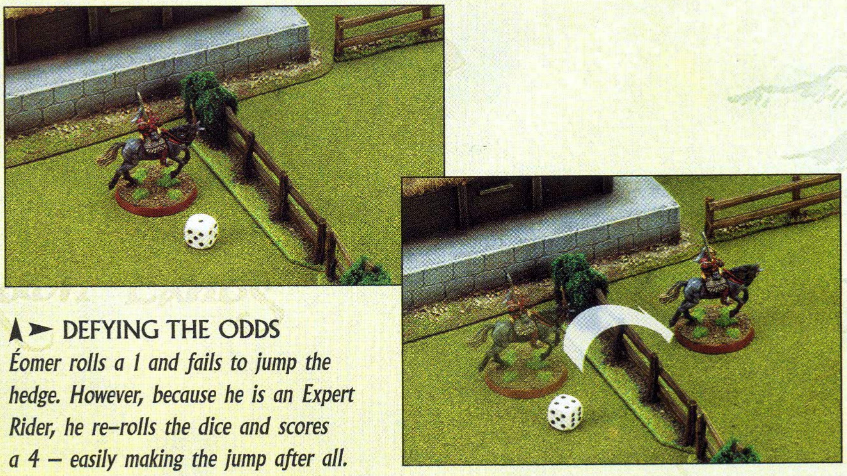
◄ WALL OF SPEARS

The Knights of Minas Tirith put a barrier between themselves and the marauding Orcs.

Expert Riders

Expert Riders have an advantage when making any Jump test while riding or mounting a steed (including as passengers – see the next page). If the player is not happy with their first result, they can re-roll the dice. This gives a second chance to get the desired score, but note that only one re-roll is allowed – you cannot re-roll a re-roll. You must accept the result of the second roll, even if it is worse.

In addition, when mounted, Expert Riders benefit from the bonus defence for carrying a shield, even if they also carry a bow.

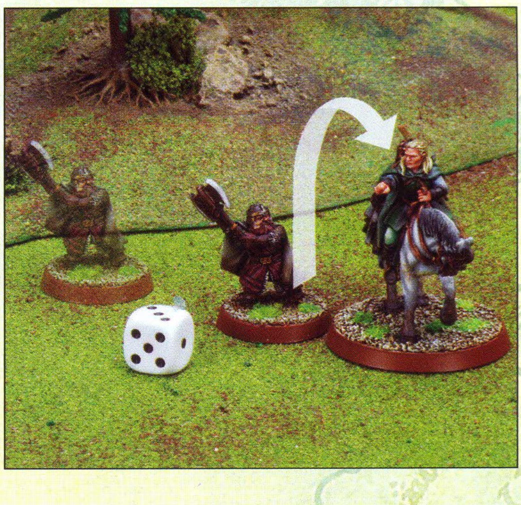


▲► DEFYING THE ODDS

Éomer rolls a 1 and fails to jump the hedge. However, because he is an Expert Rider, he re-rolls the dice and scores a 4 – easily making the jump after all.

Passengers

Mounted warriors are able to pick up friendly infantry models and carry them on their steeds. Unless stated on their profiles, Evil models cannot be passengers on horses and Good models cannot be passengers on Wargs. In order to become a passenger, a model must move into touch with the cavalry miniature and take a Jump Test. On the roll of a 1, the passenger does not mount and neither model may move further that turn. On the roll of a 2-5, the passenger successfully mounts, but the cavalry model cannot move. On the roll of a 6, the passenger successfully mounts and the cavalry model can continue its move as normal.



➤ I'M A RIDER!

Legolas stops to pick up Gimli, who rolls a 3 and successfully clambers onto the back of the horse.

➤ COME ON! WE CAN TAKE 'EM!

Gimli dismounts as the Wargs draw near, charging headlong into combat.

A passenger may automatically dismount without taking a Jump Test. If the cavalry model upon which they are riding has already moved that turn, then the passenger may not move after dismounting. If the passenger dismounts before the cavalry model moves, then they may continue moving as normal. He may also dismount at any point during the cavalry model's move, but counts as having used up his entire move for the turn.

While mounted, a passenger cannot shoot or make use of magical powers. In addition, they may not make any Heroic actions, nor may they fight in close combat. When shooting at a cavalry model with a passenger, the shooter declares the target (either mount, rider or passenger) and rolls to hit as normal. If the shot hits, the shooter must roll a further dice. On a score of 1-3, the mount is hit. On a 4-5, the rider is hit, while on a 6 the passenger is hit. In the Fight phase, the passenger can be selected as a target by opposing models and struck normally, even though he may not fight back. If the rider is killed or dismounts, the passenger is automatically thrown (consult the Thrown Rider Chart from Pack 14's Playing the Game).

➤ THAT WAS DELIBERATE!

Legolas is thrown from his steed in the heat of battle, which means that Gimli is automatically thrown, too.

Casualties in Scenarios

In a scenario, it is often important to know how many models have been killed. In the case of cavalry, the model is counted as slain once the rider has been killed. Mounts do not count towards the total of slain models.

➤ WOLVES OF ISENGARD

The Orcs ride vicious Wargs – ferocious wolf-like beasts that are difficult to control.

Optional Rule

Loose Mounts

When a rider is killed, it is usually convenient to remove the entire model because, in most situations, a loose mount would just get in the way of the action. However, in some scenarios, you may find it useful to keep track of what happens to loose mounts. Indeed, when a rider involuntarily leaves his steed by being thrown, it is likely that he will want to remount at some point.

➤ ALL ALONE
With its rider dead and no Good models nearby, the horse fails its 'all alone' test and flees from the approaching enemy.

➤ INACCESSIBLE ASSAULT
The Rider of Rohan dismounts to attack the Orcs on the steps.

When a rider is slain, is thrown or dismounts, the player can opt to remove the horse or leave the model in place. If it is removed, we assume it runs away and takes no further part in the game. If it remains, it stays where it is and the rider is removed, or a marker of some sort is placed by its base, to remind both players that it is loose.

Loose mounts do not move unless they have to retreat because of a failed Courage test. Normally, mounts don't test if they have a rider. However, loose mounts must take Courage tests using their own Courage value in the usual way. Also, they have no control zone, so other models can move past them easily. If a loose mount inhibits the movement of another model, it will automatically move aside to allow the model to pass. The player whose model wishes to pass must reposition the horse, moving it the shortest possible distance to let the other model through.

➤ REMOUNTING THE STEED
After slaying the Orc, the Rider of Rohan returns to his horse and rolls a 6 to leap back into the saddle.

Loose mounts still block the line of sight and might be in the way of shooting. A Good model cannot fire at an opponent if a Good mount is in the way. However, the Evil player is under no such obligation. It is possible to shoot at or attack loose mounts. In a fight, the mounts have no attacks and therefore may not roll any dice – they automatically lose any combat they are in.

Loose mounts can be remounted by their owner, or any other appropriate model. See the 'Who Can Ride?' rule on page 3 for the full details of who can remount the steed.

➤ CHARGE OF THE ROHIRRIM
The men of Rohan prefer to fight from horseback, mounting devastating cavalry charges.

Retreat from Edoras™

By order of the King, the people of Rohan have evacuated Edoras and are headed for Helm's Deep. As the refugees trudge through the lands of Rohan, they are exposed and vulnerable to attack by Saruman's deadly Warg Riders.

Fearing for their lives, the people of Rohan make the arduous trek from Edoras across open ground to Helm's Deep. On the way they face many perils, the most feared of which are the Wargs of Isengard. The deadly hit and run tactics these vicious beasts employ would wreak havoc among the lines of refugees and only the Riders of Rohan can protect the columns from these savage attacks. This Battle Game is centred on the plight of the Rohan refugees as they make that journey. The game is played as a series of three short encounters, with the winner being decided at the end of the third.

◄ WARG ATTACK
The Riders of Rohan spur their mounts into combat with the Warg Riders of Isengard.

THE COMBATANTS

For this game, the Good player will need his eight Warriors of Rohan without bows, five Riders of Rohan and the Rohan Royal Guard Banner Bearer that is included as part of this Pack. The Evil player uses Sharku and five Warg Rider card figures that are also included in this Pack.

► MOUNTED WARRIORS
This battle pits the vicious Warg Riders against the noble Rohirrim.

CHARACTER PROFILES

Rohirrim™

The retreat from Edoras is a perilous journey. As the men, women and children slowly make their way through the wilderness of Rohan to the great fortress of Helm's Deep, they are dangerously exposed. Almost a mile in length, the column of refugees relies on the Riders of Rohan to protect it from Saruman's Wargs. Patrolling along the flanks of the column, the riders are ready to respond to any threat made against their kith and kin.

Warg Riders™

The Wargs of Isengard are evil creatures, bred for ferocity and speed. Savage and wild, these creatures are barely kept under control by the Orcs that ride them. Spurred into combat with reckless abandon, Wargs are a terror to the people of Rohan. With powerful jaws that can throw a grown man about like a rag doll and claws that can rake through armour, even their handlers need to be careful. Sharku, the chief handler of Saruman's Warg pens, bears the scars from when one of his unruly charges got the better of him.

Base Profiles

	F	S	D	A	W	C	Move	M	W	F
Royal Guard	4/-	3	6	1	1	3	14cm/6"	-	-	-
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0/-	3	4	0	1	3	24cm/10"	-	-	-
Refugee	3/-	3	4(5)	1	1	3	10cm/4"	-	-	-
Sharku	4/-	4	5	2	2	3	14cm/6"	3	1	1
Warg Rider	4/-	4	6	1	1	3	14cm/6"	-	-	-
Warg	0/-	4	4	0	1	2	24cm/10"	-	-	-

In this Battle Game, all warriors are armed and armoured as the models depict. The Royal Guard is equipped with a banner.

Special Scenario Rules

Hit and Run

Sharku is the leader of Saruman's Warg Riders and is an expert at orchestrating hit-and-run attacks. The Warg Riders rush into enemy formations, inflicting as many casualties as possible, then retreat before serious opposition can be brought to bear against them. When this tactic is employed against the innocent women and children of Rohan, terror and panic spread rapidly, slowing the column's movement to a crawl and delaying their safe arrival at Helm's Deep.

To represent these hit and run attacks, this Battle Game is played as a set of three encounters. The first encounter happens at the start of the exodus when Sharku and his Warg Riders hit the head of the column. The second encounter happens deep in the wilds of Rohan where the Wargs prey on the exposed flanks of the refugee column. The final encounter happens as the column is approaching Helm's Deep, where Sharku directs his forces to attack the last stragglers at the column's rear. The winner is not decided until all three of the encounters have been played.

Keeping Track of Casualties

As these encounters happen at different times during the retreat from Edoras, the two opposing forces have some time to recover and recoup their losses between battles. To represent this, both players start each encounter with their full complement of forces.

Refugees

The Warriors of Rohan in this game are used to represent the non-combatant refugees fleeing from Edoras. As such, they cannot charge any enemy model, but can defend themselves normally if they are charged. In addition, they must move 10cm/4" along the track toward the Helm's Deep table edge. If a refugee leaves the table, it will reappear, moving onto the track from the opposite table edge as a new refugee.

WINNING THE GAME

The Evil player must kill as many of the refugees as he can. Each of the three encounters ends when either six refugees or four Warg Riders have been killed. If, by the end of the third encounter, the Evil player has managed to kill a total of ten refugee models, then he has won, otherwise the Good player wins.

NB. Remember that only the Warriors of Rohan on foot count as refugees, not any of the mounted models.

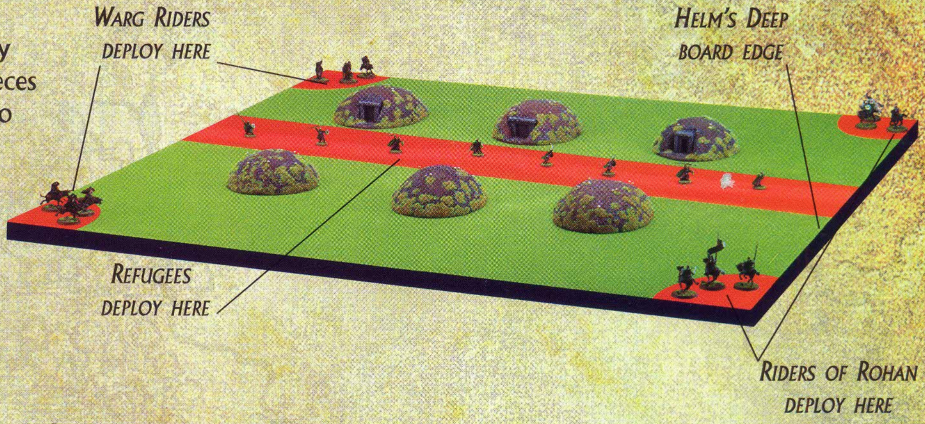
First Encounter

Gaming Area

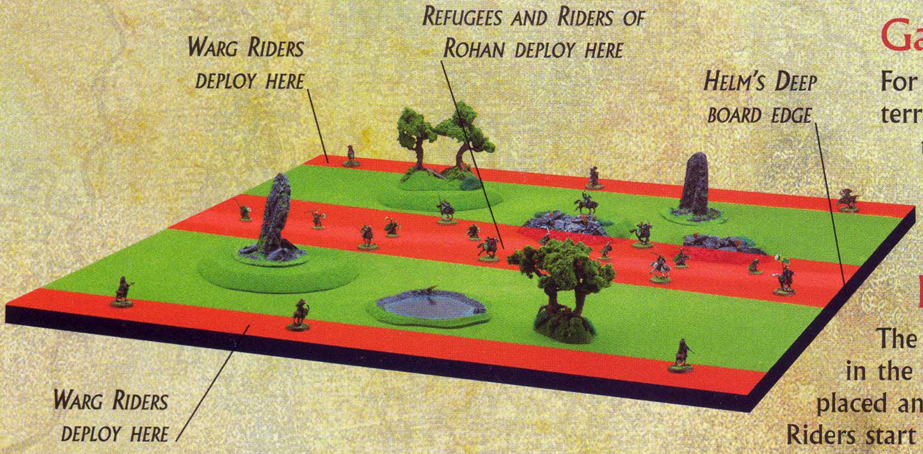
All these encounters are played on 120cm/4′ by 120cm/4′ boards. A gravel track is marked out so that it runs through the middle of each board – either lay down some sand or gravel, or use your roads from Pack 26. For this encounter, six barrows are positioned evenly on either side of the track. A few other pieces of suitable terrain can be scattered about to add more variety, if you wish.

Deployment

The refugees are evenly spaced along the length of the gravel track with the Rohan cavalry set up within 14cm/6″ of either, or both, of the corners shown. The Warg Riders start within 14cm/6″ of either, or both, of the opposite corners.


Warg Riders deploy here
Helm's Deep board edge
Refugees deploy here
Riders of Rohan deploy here

Second Encounter


Warg Riders deploy here
Refugees and Riders of Rohan deploy here
Helm's Deep board edge
Warg Riders deploy here

Gaming Area

For this encounter, set up a variety of different terrain pieces on either side of the gravel track, representing the wilderness of Rohan. Terrain such as hills, rocky outcrops and the odd tree are appropriate.

Deployment

The refugees are spaced out along the track as in the previous encounter and the Riders can be placed anywhere within 14cm/6″ of it. The Warg Riders start the game along either or both of the board edges that run parallel to the gravel track.

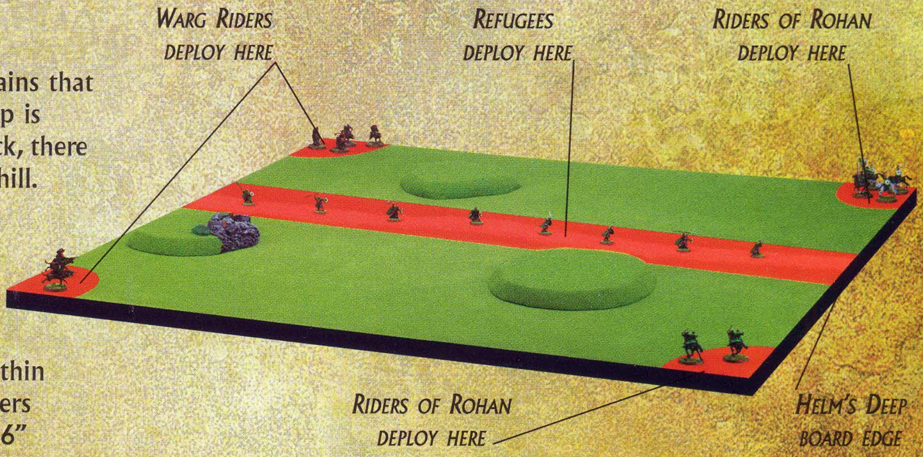
Third Encounter

Gaming Area

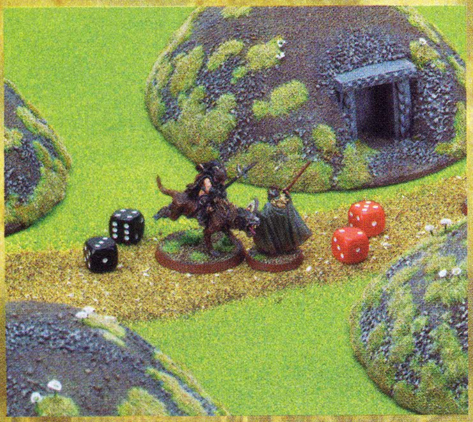
This encounter takes place on the open plains that lie before the mountains where Helm's Deep is located. As such, other than the gravel track, there is only the occasional rocky formation or hill.

Deployment

For this encounter, spread the refugees evenly over the length of the gravel track, with the Riders of Rohan starting within 14cm/6″ of either or both of the two corners shown. The Warg Riders start within 14cm/6″ of the opposite corners.


Warg Riders deploy here
Refugees deploy here
Riders of Rohan deploy here
Riders of Rohan deploy here
Helm's Deep board edge

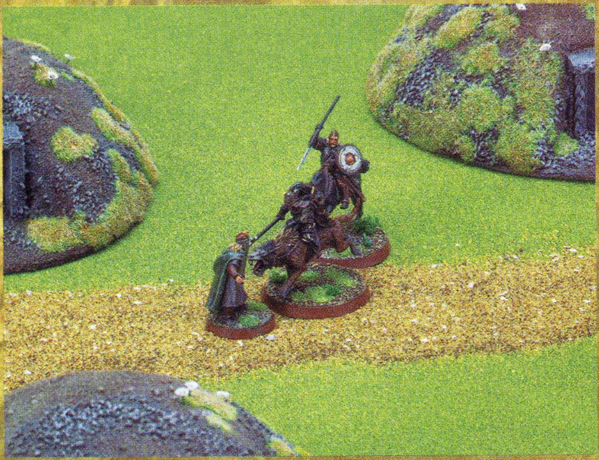
ROHIRRIM TACTICS



◄ **SHIELDING**
Although the refugee cannot charge the Warg Riders, he can still defend by shielding if charged.

This Battle Game is a fight for survival for the fleeing Rohirrim. The Good player has to protect the refugees from harm while killing as many of the Warg Riders as he can. You can't keep your refugees away from the Wargs because the Wargs' Move of 24cm/10" is considerably more than the refugees' Move of 10cm/4". There are a few things you can try to counter this speed advantage.

If your refugees do get charged by Wargs, remember to defend by shielding, as this evens up the odds. Instead of the Warg getting two dice and you only getting one to see who wins the fight, you will both get two. You can also help them out by counter-charging the Warg with your own cavalry. This will remove all the advantages the Warg gets, as described in the rules for cavalry in Pack 14, and make it much more likely that you will win the fight.



◄ **COUNTER-CHARGE**
Because this Warg Rider is also in combat with another cavalry model, it will not gets its cavalry bonuses if it wins the fight.

WARG RIDER™

WARG RIDER™

WARG RIDER™

WARG RIDER™

WARG RIDER™

WARG RIDER™

SHARKU™

SHARKU™

WARG RIDER™

WARG RIDER™

WARG RIDER™

WARG RIDER™

WARG RIDER TACTICS

The Evil player's objective in this Battle Game is clear – kill as many refugees as you can. With this in mind, concentrate your attacks on them as much as possible. The refugees are slow compared to the Wargs, so catching one in combat should not be too difficult. Once you get into combat with a refugee, the Warg Riders will have the advantage with their superior Fight value. If you do find one of your Wargs in combat with both a refugee and a Rider of Rohan, remember to attempt to wound the refugee if you manage to win the fight.

➤ CONCENTRATED ATTACK

Even though the cavalry model is the biggest threat, this Warg Rider directs its attack against the refugee, claiming another kill towards the victory total.

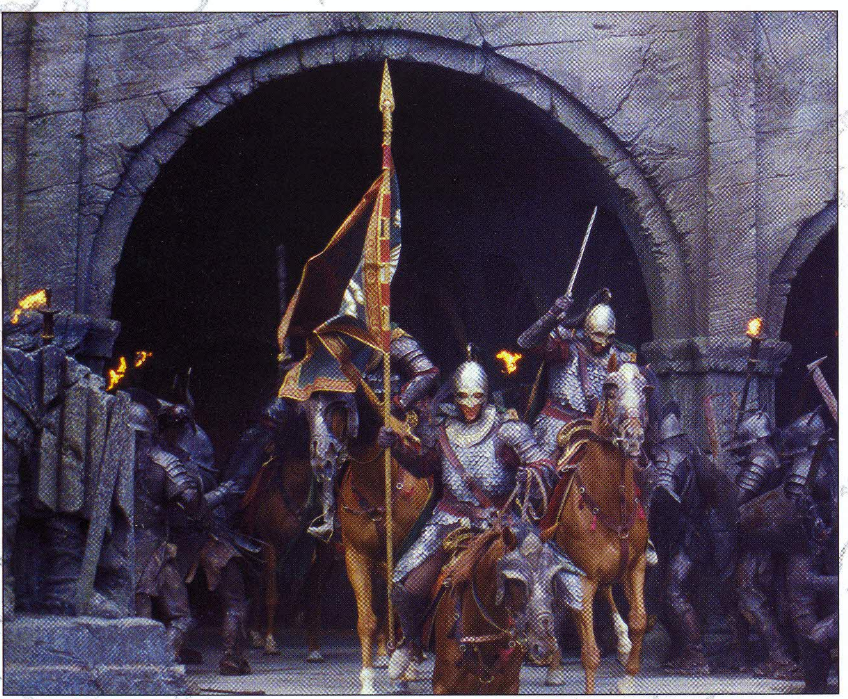
It is also a good idea to spread your models out, forcing the Good player to spread out his riders too. This will reduce the effectiveness of his banner bearer. The last thing to remember is that Sharku can use his Might freely to call Heroic Moves and Heroic Combats at opportune moments, as the Good player has no models with Might.

◄ HEROIC COMBAT

Sharku calls a Heroic Combat and, after killing his first victim, moves onto another!

Rohan™ Royal Guard

The Royal Guard of Rohan are fiercely loyal to their King and fearless in combat. Here we show you how to paint one of these mighty warriors and also look at how to equip your Royal Guard – and other models – with banners.



◄ FURIOUS CHARGE

A Royal Guard Banner Bearer leads the charge against the Uruk–hai at Helm's Deep.

Chosen from among the finest warriors in all Rohan, the Royal Guard are bound by oath to protect the King with their lives. For them, to be chosen to carry one of the banners of Rohan into battle is a great honour. In the first part of this Painting Workshop, we show you how to paint your mounted Royal Guard Banner Bearer. In the second, we show you how to use the self-adhesive banners, also included with this Pack, to add banners to your Royal Guard and other figures. We also demonstrate how, by using a few simple techniques, you can convert models into banner bearers and make your own banners for them to carry into battle.

PAINTING ESSENTIALS

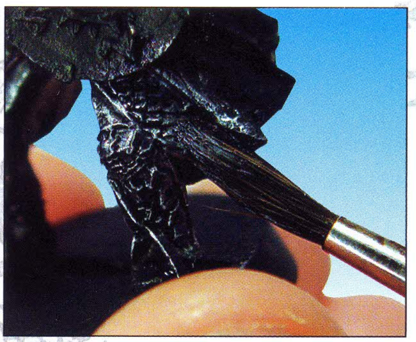
PAINTS REQUIRED

- BOLTGUN METAL
- CHAINMAIL
- BLACK INK
- BLUE INK
- BROWN INK
- SCORCHED BROWN
- CODEX GREY
- TERRACOTTA
- VERMIN BROWN
- DWARF FLESH
- BESTIAL BROWN
- GRAVEYARD EARTH
- DESERT YELLOW
- CATACHAN GREEN
- GOBLIN GREEN
- FORTRESS GREY
- SHINING GOLD
- MITHRIL SILVER
- CHAOS BLACK
- SKULL WHITE
- CHESTNUT INK

The Royal Guard

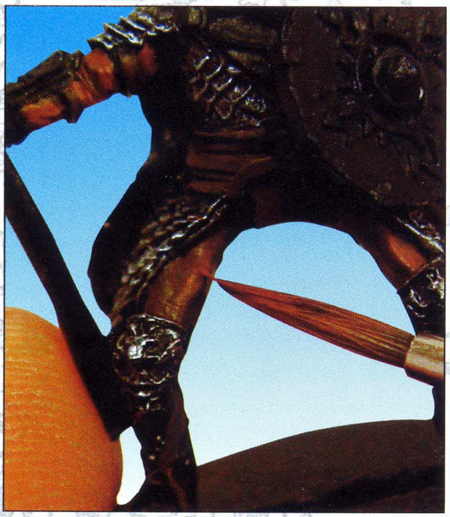
1 The Armour

Your Royal Guard is painted in essentially the same way as your Riders of Rohan from Pack 14, but using the broader palette of colours and selection of techniques that you now have at your disposal. Begin by giving the armour, helmet and any other metal areas on your model a heavy dry-brush of Boltgun Metal. Follow this with a lighter dry-brush of Chainmail. Next, mix Black and Brown inks with a little Blue ink. Water down this mix and use it to give all the metal areas a wash. Once the wash is dry use a final, light dry-brush of Chainmail to reset the colour.



▲ The ink wash gives the metal areas a worn, slightly rusted appearance.

➤ Temporarily attaching the tab on your model's feet to a spare base gives you something to hold onto while painting the rider.



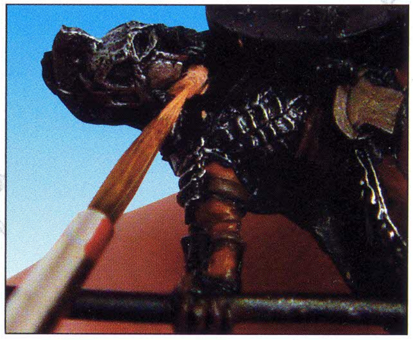
➤ Using different shades of brown for different types of clothing adds subtle variations to your model's appearance.

2 Leathers and Cloth

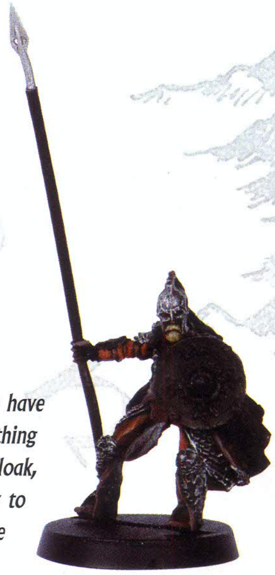
Now that you are used to painting with a wider range of colours, you can paint the leather parts and underclothes of your model with various different shades of brown. To give each of the different types of cloth on the model a consistent appearance, it is best if you use the same shade for all the leather parts and a different brown for the clothing. You could even paint the trousers and tunic with different browns if you wish. To get a wider variety of shades, you can experiment with mixing other colours in with your brown paints, such as reds, greys or yellows. In the example here, we painted the leather Scorched Brown, highlighted by mixing in a little Codex Grey. The tunic and trousers were painted with a mix of Scorched Brown and Terracotta, then highlighted with a mix of Terracotta and Vermin Brown.

3 The Skin and Hair

The heavy armour worn by the Rohan Royal Guard leaves very little skin or hair outwardly visible. The only areas visible below the model's helmet are its beard and neck. Paint the skin with Dwarf Flesh and give it a wash of thinned-down Bestial Brown. Then reset the Dwarf Flesh base colour. Since the neck has no particularly prominent areas, there is no need to highlight it. Paint the beard with Graveyard Earth, then give it a light dry-brush with Desert Yellow.



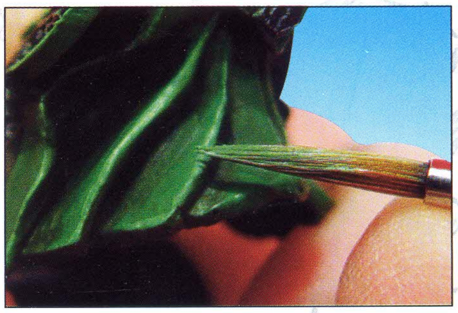
▲ By painting the hard–to–reach area of the neck before the cloak, it means you can cover up any places where the flesh colour strays onto the cloak.



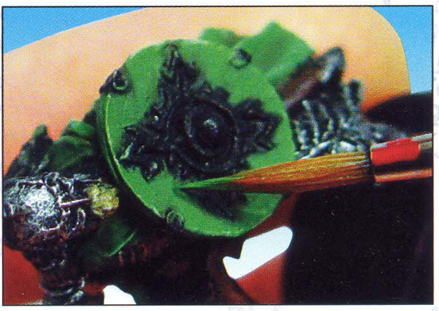
➤ Once you have painted everything beneath the cloak, you are ready to move onto the next step.

4 Painting the Cloak and Shield

The Royal Guard's cloak is painted a darker, duller green than your Warriors and Riders of Rohan. You could use this as a means of distinguishing your Royal Guard from the ranks of the normal Rohirrim or, since you now have access to the wider range of paints required for the darker green, you could paint your other Rohirrim to match. Start with a base colour of Catachan Green. Next, using the layering technique used on Gandalf's robes in Pack 39, gradually lighten the layers by adding Goblin Green to the Catachan Green, until you are using a mixture of equal parts of both. For the final highlights, add a little Fortress Grey to the mix. The shield is painted using similar colours but, because it has a flat surface, you don't need to use more than two layers. You can, however, still add a highlight around the rim.



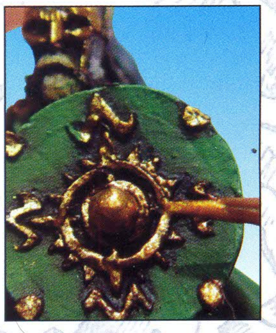
▲ After the layers have been applied, the final highlight helps to sharpen up the edges of the cloak.



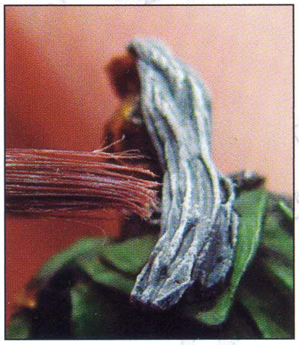
◄ Although the shield is flat, leaving the dark green base colour showing around the emblem will help it stand out once it is painted.

5 The Finishing Details

Paint the golden decoration on the helmet, leg greaves and shield first with Shining Gold, then highlight them by mixing in Mithril Silver. Paint the banner pole with Scorched Brown. The last part of your model that needs painting is the plume on the helmet. Begin by painting it Codex Grey, then apply a dry-brush of Fortress Grey. Finish off the plume by lightly dry-brushing it with Skull White. Your Royal Guard is now ready to be attached to its horse.



▲ Carefully paint the intricate gold detail on the shield and helmet.



◄ The pale grey plume on the model's helmet will link it visually to the mane of its horse, shown on the following page.

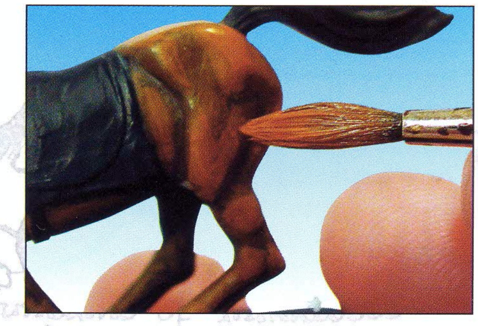
► If you left the tab on the bottom of your model's feet, you will need to apply black paint to the bottoms of the feet after you have clipped the tab away.

The Guard's Horse

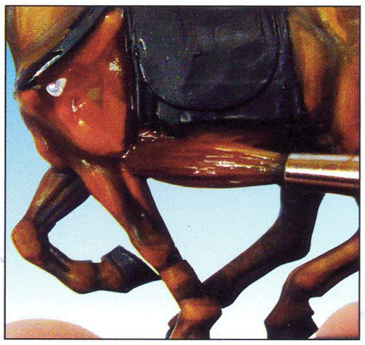
① The Horse's Coat

The same layering techniques used for cloth can also be put to use when painting the large, smooth areas on a horse. After assembling the model and undercoating it black, start by painting the entire horse, except for the mane and tail, with Scorched Brown. Next, mix Scorched Brown with Vermin Brown to get a colour mid-way between the two and apply a layer of this, as described in Packs 25 and 39, leaving Scorched Brown visible only in the deepest recesses. Highlight the raised areas of the horse's muscles with Vermin Brown, mixing in Skull White for the final highlights. If you like, you can add additional layers, varying the amounts of paint in the mix, making the transition between layers even smoother.

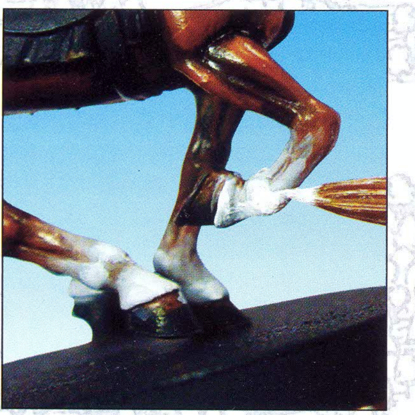
Next, give your horse a wash of Chestnut ink, thinned with a little water. Do not reset the colour as you normally would after a wash, as the ink will deepen and enrich the colour of the coat. As well as enhancing the colour, the wash will serve to reduce the harshness of the highlights, as with the black wash on the tunic in Pack 33's Painting Workshop.



◄ The more layers you use on the horse, the smoother it will make your highlights.



◄ When thinning your ink for the wash, a mix of one part ink to one part water is about right.



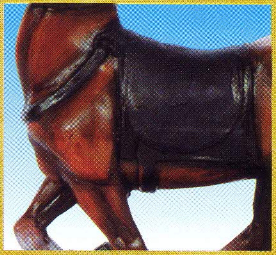
► Painting the markings by gradually shifting from brown to grey blends the colour in with the rest of the horse.

② Markings and Details

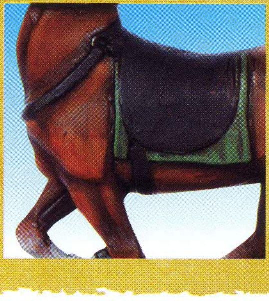
To paint the horse's socks, begin by mixing a little Fortress Grey with Vermin Brown and paint the fetlocks (lower legs). Add more Fortress Grey to the mix, and paint lower down the leg, leaving some of your original mix showing. Repeat this, working your way down towards the hoof until you are using just Fortress Grey. Next, highlight the socks, first using Skull White mixed with Fortress Grey, then with pure Skull White. The muzzle is painted in the same way. To match the markings, the mane and tail are painted Fortress Grey and dry-brushed with Skull White. The hooves and straps are painted Chaos Black and the teeth picked out in Skull White. Finally, the chanfron on the head was painted to match the rider's leather armour and the saddle to match his cloak.

VARNISHING MODELS

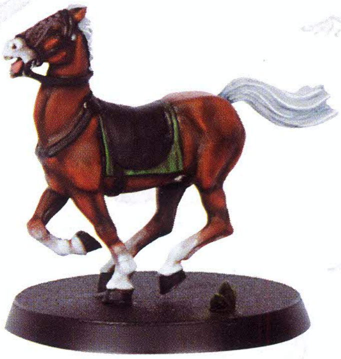
After the ink wash has dried, you may notice that it leaves your horse looking shiny, particularly in the recesses where the ink has pooled. If you don't like this effect, you simply need to apply a coat of matt varnish once you have finished painting the model.



◄ Because the ink is thicker in the recesses, it can give your horse a glossy appearance.



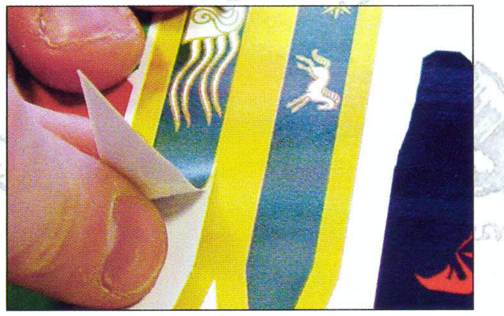
► The coat of varnish will also protect your model.



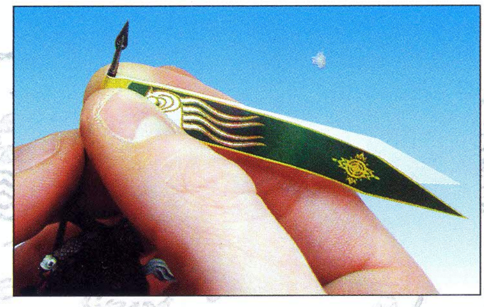
▲ Your horse is now complete, ready to have its rider attached, as described in Pack 18's Painting Workshop.

Attaching the Banner

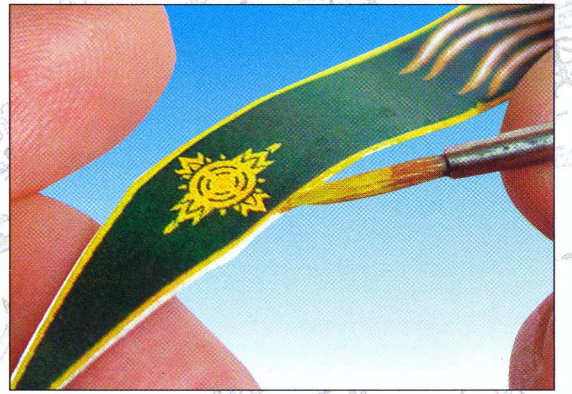
Included with this Pack of *Battle Games in Middle-earth* is a sheet of self-adhesive banners. You can attach one of these to the banner pole carried by your model. Begin by removing the banner from the backing sheet, and fold it in the centre around the top of the banner pole. Check that you have an equal length of banner on either side of the pole and that the pointed ends meet up, then stick the two sides to each other.



◄ *Take care not to tear the banner as you remove it from the backing sheet.*

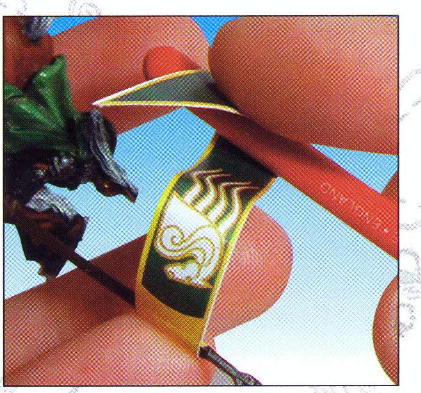


◄ *Make sure the banner is securely stuck to the banner pole, so that it does not slide down.*

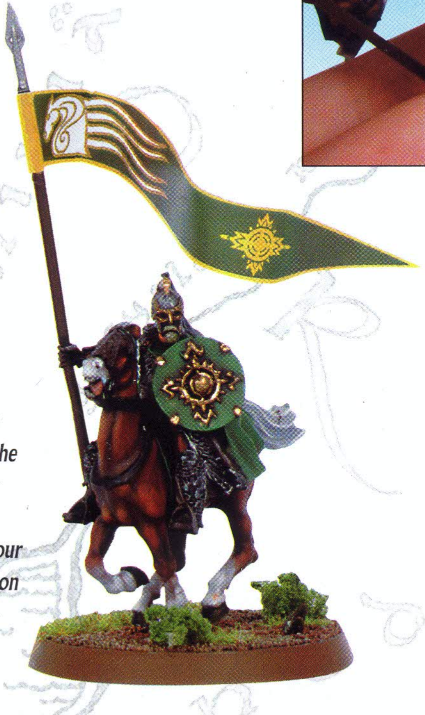


◄ *If there are any places where the banner is not precisely lined up at the edges, you can apply the appropriate colour paint to cover the white.*

➤ *Curving the banner one way and then in the opposite direction a little further along will give it a realistically waving appearance.*

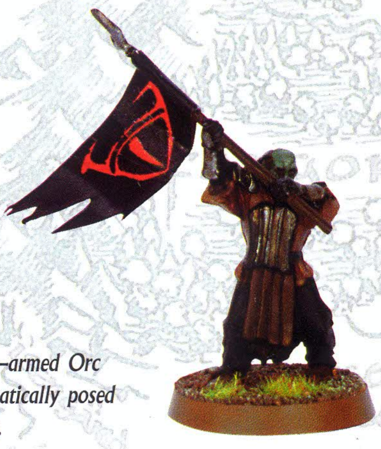


If you wish, you can leave the banner as it is now and use the banner bearer in your games. Alternatively, you can add an extra level of realism to the banner by curving it to appear as though it is billowing in the wind. A good way to do this is to wrap it around the handle of a paintbrush until you achieve a pleasing curl effect.



➤ *Once it has been based in the usual way, your Royal Guard is ready to join your other Rohirrim on the battlefield.*

Also included on the sheet are banners for the other armies of Middle-earth. These can be used in conjunction with your existing figures to represent banner bearers in your Battle Games, using the rules from Pack 34's Playing the Game. Models armed with spears make ideal banner bearers, as converting them is often a simple matter of attaching the banner to the shaft of their weapon.



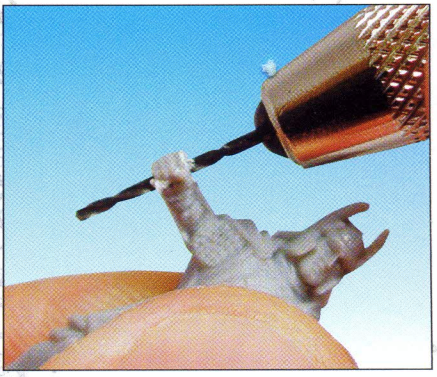
➤ *This spear-armed Orc makes a dramatically posed Banner Bearer.*

Creating Banner Bearers

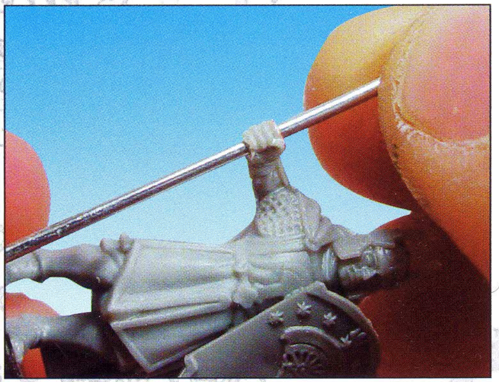
Converting some of your models into Banner Bearers is a simple and effective way of adding variety to your forces. We used a Man of Gondor and an Uruk-hai as examples here, but the same principles apply to models from any force.

Adding a Banner Pole

To convert a Man of Gondor miniature into a Banner Bearer, begin by carefully removing his sword, including the bottom of the hilt, with clippers. File down the top and bottom of the hand to tidy them up. The banner pole itself is created from a piece of stiff wire, clipped to the appropriate length. To allow the wire to be held in the model's hand you need to drill a hole using a pin vice (see Pack 38's Modelling Workshop). Use a drill bit the same width as the wire, and very carefully drill through the hand from top to bottom.

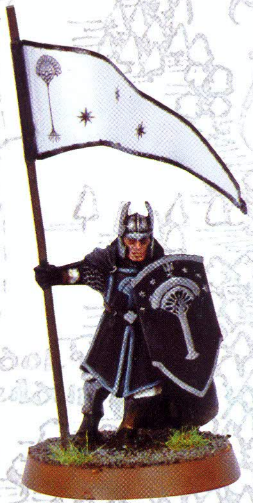


◄ Take great care when drilling through the hand, making sure it doesn't split and that the drill runs straight through.



To attach the banner pole, simply push it through the model's hand and stick it in place with superglue. You may want to alter the position slightly so that the end of the pole rests on the model's base. To do this, simply cut the model's hand off at the wrist and glue it back in place at the appropriate angle.

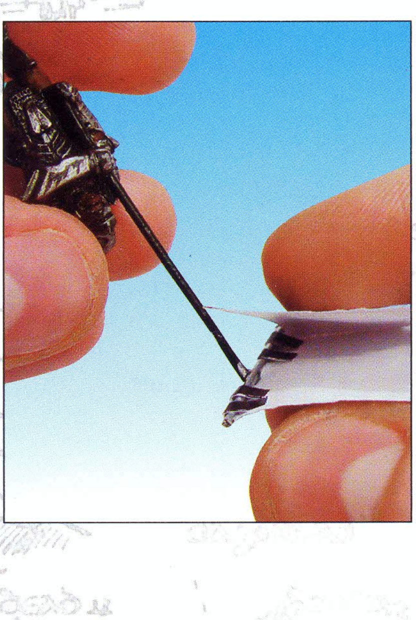
◄ Your model can now be painted before sticking the banner in place.



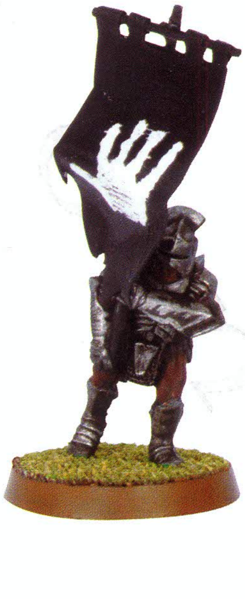
◄ The completed, painted Gondorian Banner Bearer conversion.

Adding a Crosspiece

To use hanging banners, such as the Uruk-hai one on the sheet, you will need to add a crosspiece to the banner pole. This can be made with an extra piece of wire glued across the top of the pole. Alternatively, you can use a spare piece of plastic pike or spear. To attach the hanging banner, first fold the tabs over the crosspiece, then fold the back of the banner over and stick it to the front.



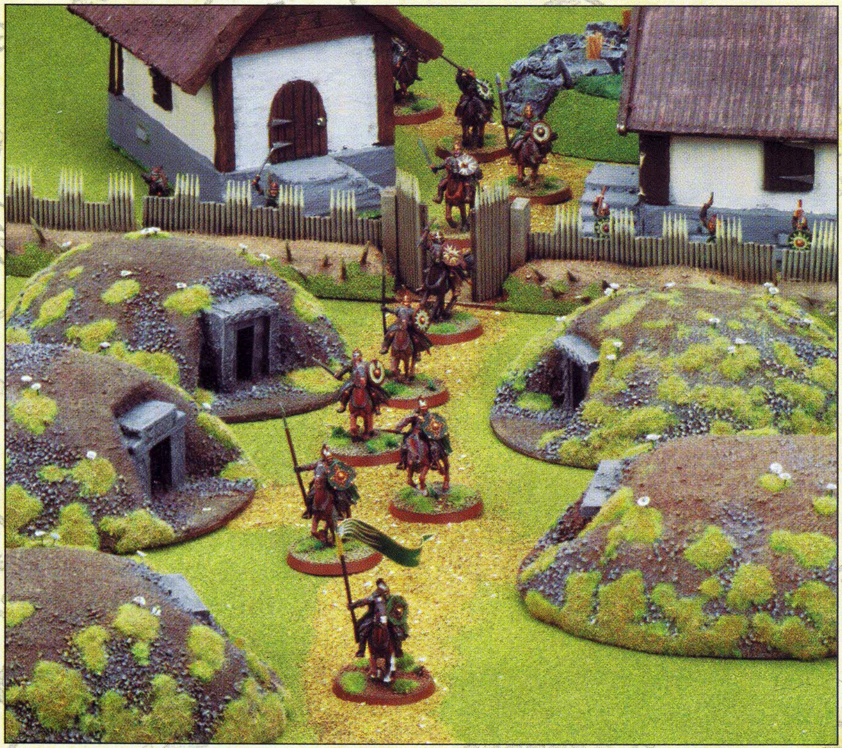
◄ We used an Uruk-hai pikeman, so there was no need to add a banner pole.



► A finished Uruk-hai banner bearer, ready to inspire his comrades to even greater feats of evil.

Barrows

Throughout the history of Middle-earth, the nations of Men have buried their dead in ornate ceremonial mounds called barrows. In this Modelling Workshop, we show you how to build these barrows for use in your own Battle Games.

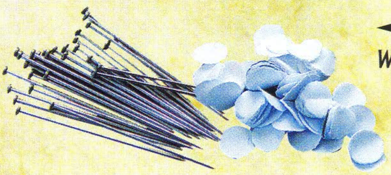


When the leaders and chieftains of the realms of Men die, their surviving people honour them by burying them in ceremonial barrows. These barrows are mounds of packed earth that entomb the earthly remains along with their weapons, armour and riches. Barrows can be found in most of the lands of Men throughout Middle-earth. Some lie between the Shire and Bree, the remnants of an ancient realm. The most prevalent use of barrows can be found in Rohan, where people still honour the old traditions. Here we will make a simple barrow and show you some interesting techniques that can add details to make it look specifically like an ancient burial mound from Rohan. Remember that you will need the hobby essentials listed in Pack 35's Modelling Workshop, as well as those detailed below.

◄ ANCIENT BURIAL MOUNDS
The Rohirrim column leaves Edoras, weaving between the ancient barrows that line the road.

YOU WILL NEED

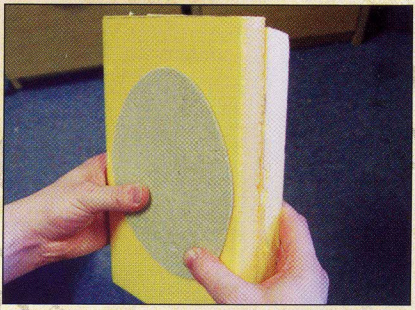
POLYSTYRENE
HARDBOARD
SANDPAPER
FOAM CARD
GRAVEL
SAND
THIN PLASTIC CARD
CHAOS BLACK, SCORCHED BROWN, GRAVEYARD EARTH, CODEX GREY,
FORTRESS GREY, BLEACHED BONE, SKULL WHITE AND GOBLIN GREEN ACRYLIC PAINTS
STATIC GRASS
DRESS PINS
HOLE PUNCH



◄ MODEL FLOWERS
With a few pins and the paper circles created by a hole punch, you will be able to make convincing flowers.

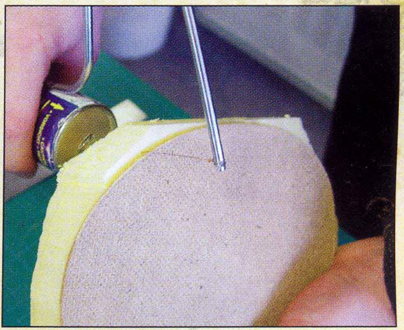
① The Basic Block

The main bulk and shape of the barrow is made from two layers of polystyrene stuck together and then glued to a hardboard base. To make the base, cut an irregular oval shape out of a sheet of hardboard approximately 15cm/6" in diameter. Use PVA glue to attach this to the bottom of your polystyrene layers. Once the glue is dry, roughly cut away the excess polystyrene before neatly trimming around the base with a hot wire cutter.



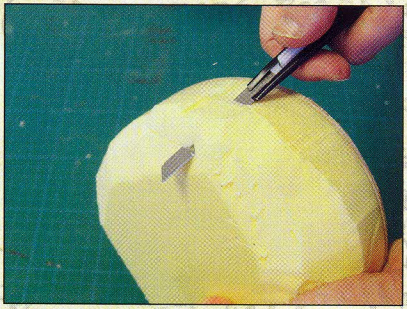
◄ CREATING THE BULK

Two sheets of polystyrene create about the right thickness for your barrows.



➤ NEAT TRIM

Using the base as a guide, you can get a neat cut for your barrow.

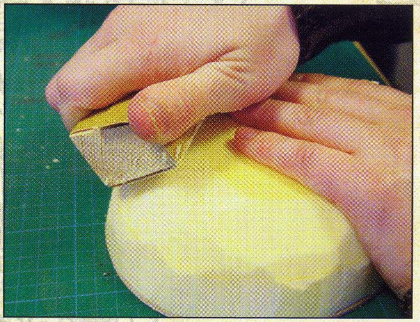


◄ CREATING THE SHAPE

Using a sharp knife to trim away at the foam is a quick and easy way to create the rough shape of the top of the barrow.

② Shaping the Hill

To create the rough dome shape of the barrow, use a sharp craft knife to shape the top by trimming away the polystyrene. Remember to be extra careful when using sharp knives like this. Once you have cut this dome shape on top of the barrow, it can be smoothed down with sandpaper.

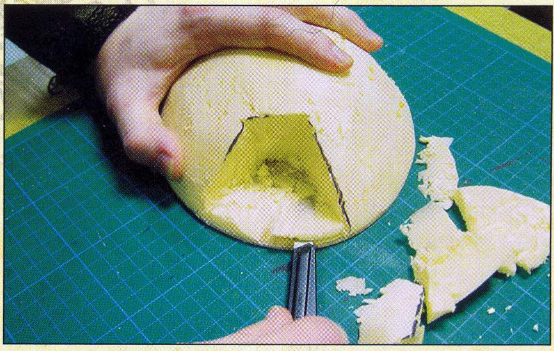


➤ SANDING BLOCK

Holding your sandpaper around a spare block of wood can give you more control over your sanding.

③ Door Recess

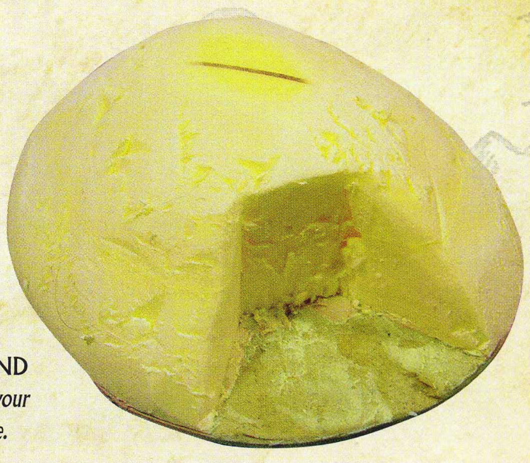
Once the barrow has its smooth, rounded top, a recess can be cut in one end. This recess is where the entrance to the barrow will eventually be. To make the recess, cut a rough wedge shape out of the foam with a craft knife. Make sure the wedge has a flat point about 2½cm/1" in width, as this is where the entrance will rest.



◄ CUTTING THE RECESS

You may find it easier to cut out the door recess in several smaller chunks rather than one big one.

> *'No parent should have to bury their child.'*
>
> THÉODEN™

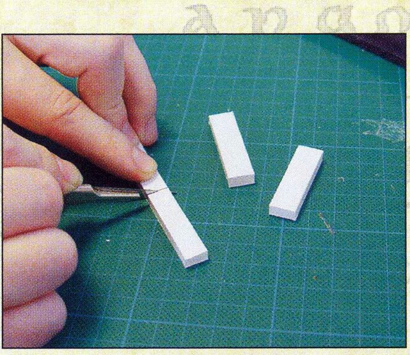


➤ BURIAL MOUND

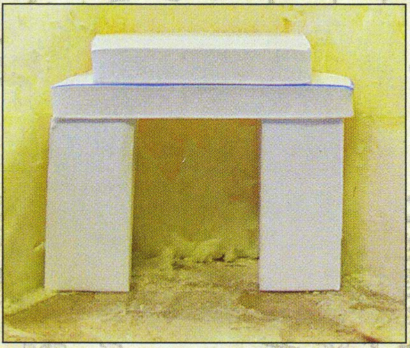
By the end of Step 3 your barrow has taken shape.

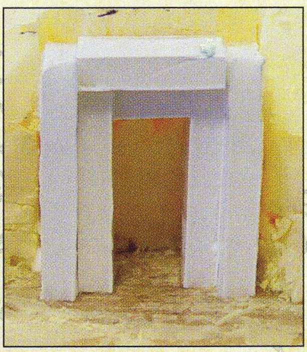
4 Making the Doorframe

The doorframe is made from several small pieces of foam card cut to length and glued into the doorway. The simplest way to do this is using two vertical strips of foam card and one horizontal piece, but you can experiment and create many different looks for the doorframes, individualising each one to represent a different occupant.

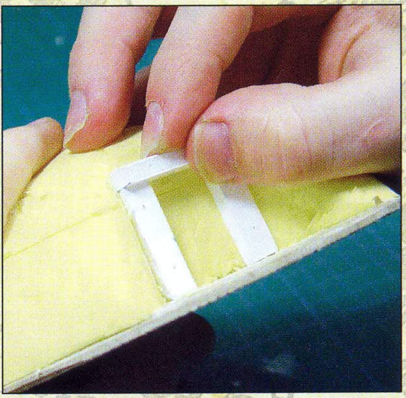


◄ **FOAM CARD STRIPS**
The strips of foam card used to create the doorframe can be of any thickness as long as they are consistent.





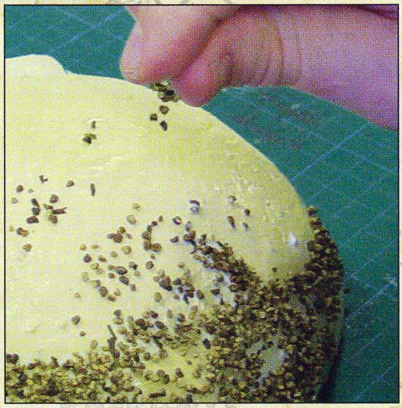
◄► **ALTERNATIVE DOORFRAMES**
These two pictures show you some of the other ways you can create different doorframes.



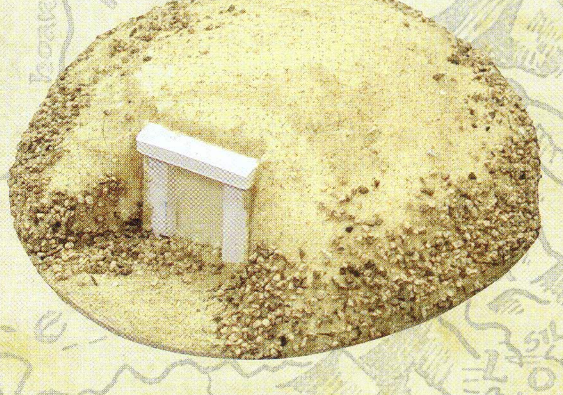
▲ **GLUING THE DOORFRAME**
Using strips of foam card like this is a simple and effective way of creating a doorframe for your barrows.

5 Adding Texture

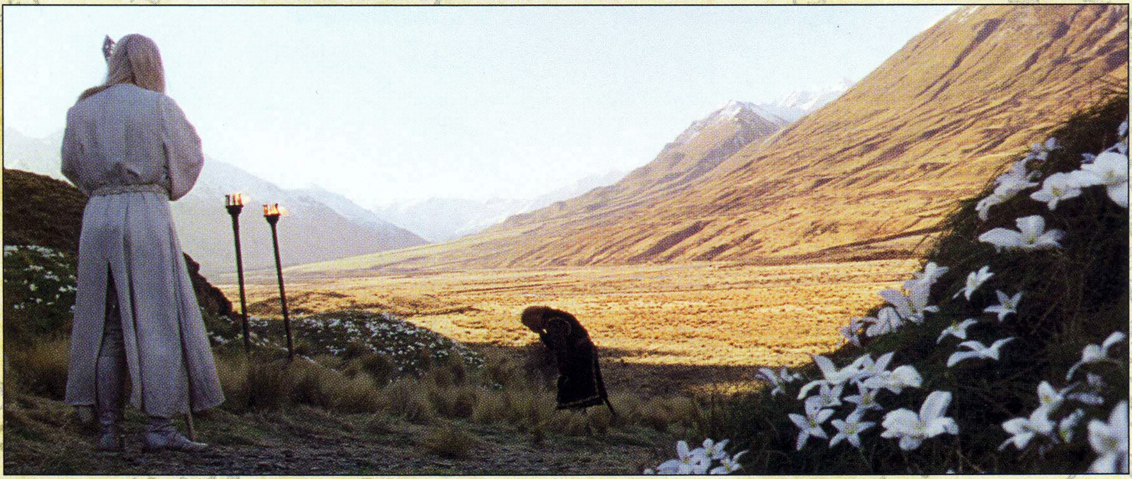
Once the glue is dry on your doorframe, you can add some texture to your barrow. First, apply PVA glue to the whole of your model except for the doorframe. Next, sprinkle gravel around the base and in patches across the dome of your barrow, while leaving some areas clear. Finally, sprinkle sand over the whole of your model. This should give you two different textures on your barrow, one slightly rougher than the other. Leave this to dry thoroughly before moving on to add more detail.



▲ **DIFFERING TEXTURES**
Using gravel in patches and then filling the gaps with a finer sand will create two different textures on your barrow.



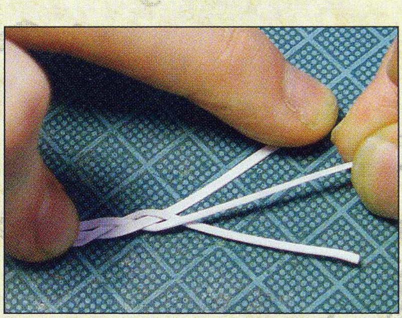
▲ **TEXTURED MOUND**
Your model is now ready to have some details added.



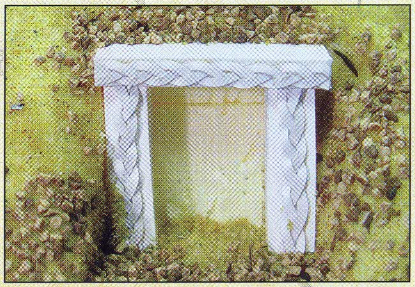
◄ **SIMBELMYNË**
These flowers have graced the graves of the Rohirrim royalty for centuries.

6 Detailing the Door

If you wish, you can add extra detail to the doorframes, to identify where in Middle-earth the barrow is from. Here we will show you a technique that can be used to make details from Rohan. First, use a sharp knife to cut three very thin strips from a piece of plastic card. Next, use superglue to fix the three ends of the strips together. When the glue is dry, weave the strands together to form a plait. To make a plait, fold the right strip over the middle so that it now becomes the middle strip, then fold the left strip over the new middle strip so that it then becomes the middle strip. Continue this process, right then left, until you have a weave long enough and then, whilst holding the weave in place, put superglue all along the plait and continue to hold until the glue is dry. Be careful not to glue your fingers, though! When all the glue is dry, cut the weave to size and glue it to the doorframe.



➤ MAKING A PLAIT
Take alternating outer strands and bring them to the centre.



➤ DETAIL ON THE DOORFRAME
With the weave added to the doorframe, the barrows take on a distinct Rohan feel.

➤ DRY-BRUSH GREY
Dry–brushing the larger pieces of gravel grey helps to highlight the differences in texture.

7 Painting the Barrow

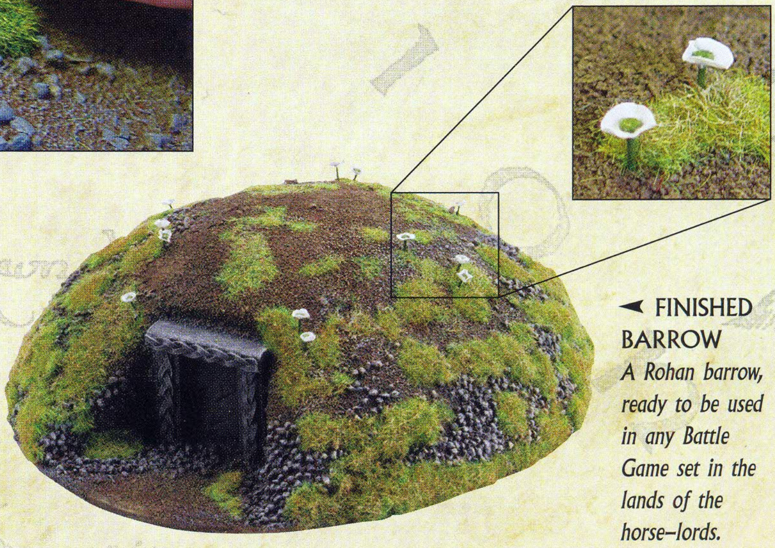
Once all the glue is dry from the previous step, the model is ready to be undercoated with Chaos Black. The doorframe is then dry-brushed grey just like the fortress from Packs 28 and 29. Next, the rest of the barrow is painted Scorched Brown before being given a dry-brush of Graveyard Earth. Finally, the large gravel stones are dry-brushed with Codex Grey.

8 Finishing Touches

Static grass can be added to the barrow so that it blends in with the rest of your terrain. To make the grass look more like large clumps of turf, put a small amount of superglue onto the barrow and, before it dries, sprinkle some static grass on top. Once that is dry, apply some more superglue on top of the static grass and sprinkle on another layer of static grass. Continue building layers of static grass in this way until you have a suitable clump of grass. Gently dry-brush the clump with Bleached Bone to give it a weather-beaten look.

Finally, you might want to add small flowers to represent the Rohan simbelmynë. These are made by simply painting several dress pins Goblin Green and using them to pierce tiny circles of paper from an office hole punch. Push the pins into the surface of the barrow to complete your model.

➤ CLUMPS OF FLOCK
Using superglue instead of PVA means that each layer will dry faster, allowing you to complete each clump in a fraction of the time.



➤ FINISHED BARROW
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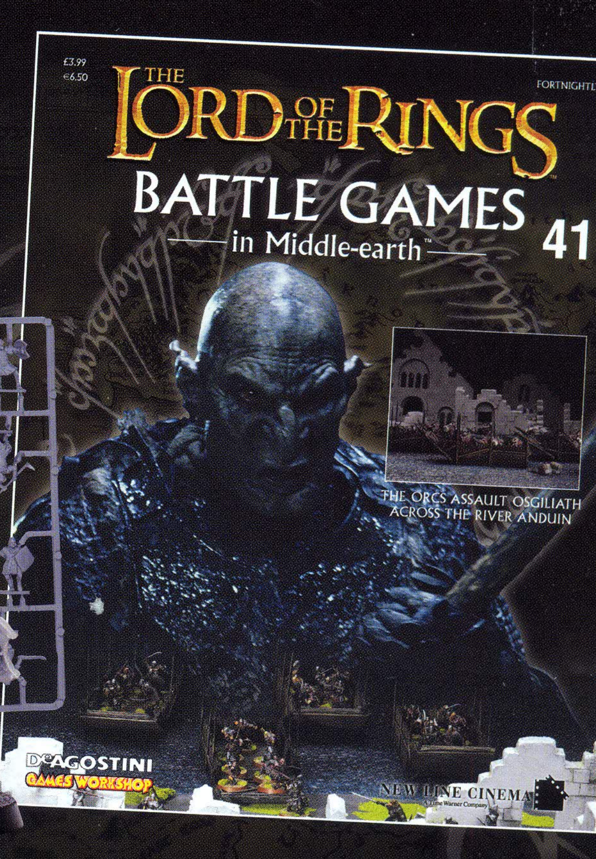

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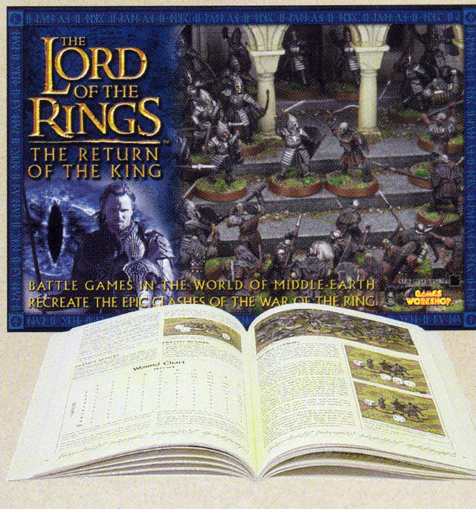
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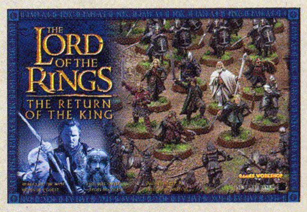
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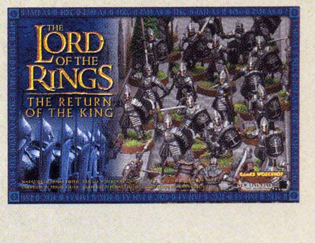
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